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1 <u>Status report of the graphic standards planning committee</u>   ■
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics,** Volume 13 Issue 3
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2 <u>Systems & applications II: Real-time eye detection and tracking under various light</u>   ■
<u>conditions</u>
Zhiwei Zhu, Kikuo Fujimura, Qiang Ji
March 2002 **Proceedings of the 2002 symposium on Eye tracking research & applications ETRA '02**
Publisher: ACM Press
Full text available: 📄<u>pdf(602.92 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Non-intrusive methods based on active remote IR illumination for eye tracking are important for many applications of vision-based man-machine interaction. One problem that has plagued those methods is their sensitivity to lighting condition change. This tends to significantly limit their scope of application. In this paper, we present a new real-time eye detection and tracking methodology that works under variable and realistic lighting conditions. Based on combining the bright-pupil effect resu ...

Keywords: Eye Tracking, Kalman Filter, Mean Shift, Support Vector Machine

3 <u>Computational Approaches to Image Understanding</u>   ■
Michael Brady
March 1982 **ACM Computing Surveys (CSUR),** Volume 14 Issue 1
Publisher: ACM Press
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4 <u>Empirically derived analytic models of wide-area TCP connections</u>   ■
Vern Paxson

August 1994 **IEEE/ACM Transactions on Networking (TON),** Volume 2 Issue 4
Publisher: IEEE Press

Full text available: 📄 pdf(2.21 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

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5 Second-generation image coding: an overview
M. M. Reid, R. J. Millar, N. D. Black
March 1997 **ACM Computing Surveys (CSUR),** Volume 29 Issue 1
Publisher: ACM Press

Full text available: 📄 pdf(12.23 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>, <u>review</u>

This article gives an overview of a diverse selection of currently used second-generation image coding techniques. These techniques have been grouped into similar categories in order to allow a direct comparison among the varying methods. An attempt has been made, where possible, to expand upon and clarify the details given by the original authors. The relative merits ans shortcomings of each of the techniques are compared and contrasted.

Keywords: MRi, compression, image coding

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6 Texture mapping 3D models of real-world scenes
Frederick M. Weinhaus, Venkat Devarajan
December 1997 **ACM Computing Surveys (CSUR),** Volume 29 Issue 4
Publisher: ACM Press

Full text available: 📄 pdf(1.98 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>, <u>review</u>

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

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7 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics,** Volume 11 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(9.03 MB)   Additional Information: <u>full citation</u>, <u>references</u>

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8 Vision and the graphical simulation of spatial structure
W. A. van de Grind
January 1987 **Proceedings of the 1986 workshop on Interactive 3D graphics SI3D '86**

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Biomedical Engineering, 2003. IEEE EMBS Asian-Pacific Conference on
20-22 Oct. 2003 Page(s):274 - 275
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☐ 2. **Face recognition using adaptive resonance theory**
Xiao-Hua Liu; Zhe-Zhou Yu; Jin Duan; Li-Biao Zhang; Miao Liu; Yan-Chun Liaɪ
Zhou;
Machine Learning and Cybernetics, 2003 International Conference on
Volume 5, 2-5 Nov. 2003 Page(s):3167 - 3171 Vol.5

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☐ 3. **A hybrid approach to designing an autonomous driving alert system usir
features and gray level information of face images**
Sil, J.; Srikanthan, T.;
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11 April 2003 Page(s):33 - 38

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☐ 4. **Color-based face detection using skin locus model and hierarchical filteri**
Hadid, A.; Pietikainen, M.; Martinkauppi, B.;
Pattern Recognition, 2002. Proceedings. 16th International Conference on
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Digital Object Identifier 10.1109/ICPR.2002.1047431

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☐ 5. **Extraction of face regions in color image**
Zhi-Ming Liu; Yao Li; Xin He; Wen-Ke Wang; Ji-Liu Zhou; Kui Li;
Machine Learning and Cybernetics, 2002. Proceedings. 2002 International Coɪ
Volume 3, 4-5 Nov. 2002 Page(s):1340 - 1343 vol.3
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Tan, A.C.;
Circuits and Systems, 1996., IEEE 39th Midwest symposium on
Volume 3, 18-21 Aug. 1996 Page(s):1389 - 1392 vol.3
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☐　　2. **Image filtering using hyperstable adaptive algorithms**
Tan, A.C.; Sheng-Tsai Chen; Basu, S.;
Circuits and Systems II: Analog and Digital Signal Processing, IEEE Transactic
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Volume 44, Issue 5, May 1997 Page(s):358 - 370
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☐　　3. **Image enhancement by stochastic homomorphic filtering**
Fries, R.; Modestino, J.;
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☐　　4. **Adaptive multistage weighted order statistic filters based on the backpro algorithm**
Lin Yin; Astola, J.; Neuvo, Y.;
Signal Processing, IEEE Transactions on [see also Acoustics, Speech, and Si
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Volume 42, Issue 2, Feb. 1994 Page(s):419 - 422
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☐　　5. **Image enhancement by stochastic homomorphic filtering**
Fries, R.; Modestino, J.;
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        Chai, D.; Ngan, K.N.;
        Circuits and Systems for Video Technology, IEEE Transactions on
        Volume 9, Issue 4, June 1999 Page(s):551 - 564
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Electronics Letters
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Kleinehagenbrock, M.; Lang, S.; Fritsch, J.; Lomker, F.; Fink, G.A.; Sagerer, G
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Soriano, M.; Martinkauppi, B.; Huovinen, S.; Laaksonen, M.;
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Volume 1, 3-7 Sept. 2000 Page(s):839 - 842 vol.1
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☐   5. **Object oriented face detection using range and color information**
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6. Consumer products user interface using face and eye orientation
   Hongo, H.; Murata, A.; Yamamoto, K.;
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   2-4 Dec. 1997 Page(s):87 - 90
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